

20 August, 1968

Vol I No 15

Yes indeed fans, this is yet another edition of THE DIPLOMAT a magazine of postal DIPLOMACY, and the official organ of the Workers' American Socialist Party. It is edited, published, and horribly misspelled by Eric W. Just Jr, Box 131, Paoli, Oklahoma, 73074, and any use of the materials contained herein without the express written consent of the editor is perfectly silly. Diplomacy is a registered trademark game of Games Research Inc, 48 Wareham St, Boston Mass, 02118, and sells for the exorbitant price of \$7.50, postpaid. Any resemblance between persons mentioned herewith and any real person living or dead, is improbable beyond reason.

### GAME

Spring, 1905 1967?? (John Koning, where are you?)

#### RUSSIA(Just)

1A Smy-Con  
2A Pru S-5A  
3A Fin Stand  
4A Nor-Den  
5A Sil S-2A  
6A Var S-2A  
1F Stp(sc)-GOB  
2F Con-DS  
3F Bar-Stp(nc)

#### AUSTRIA-HUNGARY(Coy)

1A Rom-Map  
2A Gre-Bul  
3A Pie-Tyr  
4A Bul-Rum  
5A Alb-Gre  
7A Vie-Doh  
1F Map-TS  
2F Adr-Apu  
3F Tri-Adr

#### GERMANY(Bradley)

1A Bel-Ruh  
2A Mun S-3A  
3A Der S-2A  
4A Kie-Liv  
1F Holland Stand  
2F Bal C-4A

#### ENGLAND(Fleming)

1A Swe S-R-4A  
1F EC S-3F  
2F Ska C-R-4A  
3F Yor-MS  
4F TS-HB

#### FRANCE(Foster for Hawkins)

1A Mar-Bur  
2A Spa-Por  
3A Par-Pio

#### ITALY(Cecil)(no orders)

3F Ion Stand  
4F GOL Stand

NEXT MOVE DUE MONDAY, SEPTEMBER 9, 10:00 PM EDT

Well, let's see...Austria attacked his long time ally Russia (in Rumania). Russia saw it coming, but just a bit too late. Germany invades Russia, too, but Germany, once the friend of everyone is being attacked by all four neighbors. France continues his amazing recovery. And finally, England and Russia, once bitterest enemies (witness Russia in Norway and England in Sweden), now gang up in complicated operations against Germany. As usual there are no press releases, and nothing in the Diplomatic Pouch, so on to something else.

It has been decided by various players that the "20 rule" is stupid. I have not talked to Foster yet, but everyone else wants to drop it and so do I. So unless Bob objects, it is no longer in force. Of course, this does not prevent any player from quitting if he wants but I do not suggest that anyone do so.

### GAME OPENINGS

If I receive sufficient response I will start another game or three. Later on I plan to run some thinstream type Dippro games, but for now I plan to continue using our own perversion of the rules. There are two kinds of openings: 1) Gamemasters are invited to join a ~~FREE~~ FREE! game, countries to be drawn at random. 2) The rest of the rabble may join a game where the only requirement is that you submit a stamped self-addressed envelope with every move. Other than that these games are also free. I believe this to be the cheapest Diplomacy to be found, other than in person, of course. In the second class players may choose their own countries, first come, first serve(sp!!)

CHESS PROBLEM: Only one person, Dave Montgomery, answered the problem. He said I made a mistake. Right! I left Black's Queen off. It goes on KR4. Sorry about that.

BLEIBST DU MIR STUHM, STÖRRISCHER NICHT?

## LITERARY DEPARTMENT

### The Swinger

Consider the ways of Willie Mays, he swings with all his might.  
And Triggly goes always mod'ling clothes and swings through out the night.  
Benny Goodman swings with jazz and things much to our great delight,  
But I would bet that the swingiest yet ~~is~~ is Tarzan, defender of right!

-CHORUS-

He swings through the trees with the greatest of ease; a vine in his hand he doth clench.  
And wherever he goes he wears lion for clothes, and so does Jane his wench.  
His real name's Clayton though he doesn't mind statin', "In the jungle I'd sooner entrench."  
In English he'll write and read day and night, but for speaking he'd rather use French!

Consider the dress of Elliot Ness; it's double-breasted and vain.  
And L. B. J. (it's sad to say, he) dresses rather plain.  
See the drees up there, of that man in the air, the friend of Lois Lane.  
But I would bet that the dressiest yet are Tarzan and his Jane!

-CHORUS-

He swings through the trees...etc.

### The Shortest Science Fiction Story Ever Written

He was the last man on Earth. There was a knock on the door...

I'm sure most of you have seen that little jewel before. In the future I hope to publish some short works by little known authors, perhaps I might even publish some poetry. If anyone has anything he wants published, I'll be glad to help out.

"Imitation is the sincerest form of complement."

-Randall P. Garrett-

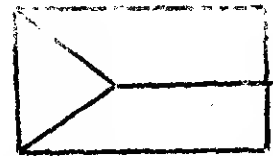
Anyone who wishes to receive the DIPLOMAT should send me a stamped self addressed envelope. There is no subscription rate as such, but with the exceptions of present players, and editors with whom I have ( or can arrange to have ) a reciprocal trade agreement, all other subscribers must send their own mailing envelope.

### BLEIBST DU MIR STUM, STÖRRISCHER WICHT?

#### OUT OF MY MIND

Less than thirty minutes ago my boob-tube finished broadcasting the NET program, "The Golden Ring", a ninety minute program about how London Records recorded the last opera of Richard Wagner's Der Ring des Nibelungen, Götterdämmerung. For any fan of Wagner or indeed any music lover the show, and the Ring, itself, are musts. One cannot imagine the work that goes into producing a work of this scope for recording. The Ring is a cycle of four full length operas which, taken as a whole paint a vast portrait and tell a great epic full of gods, giants, dragons, dwarves, a magic ring, and two great love stories; that of Siegfried and Brunnhilde, he a mighty hero and she the daughter of Wotan, King of the Gods, and the self-sacrificing love of Wotan, himself for the whole world. At any rate I highly recommend both the show, and the Ring. London Records is selling the complete Ring in a 19 record set for only \$100.00. Included is a book on the production of the Ring for records. Bought separately 19 records @ \$5.79 = \$110.01 + \$5.98 book = \$115.99. See, it is a bargain!

# THE DIPLOMAT



9 September, 1968

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Oh Goody! You looked in your mail-box and saw an envelope. "Oh joy," you said, "Aunt Murial decided to write!" With a smile on your lips and a song in your heart you tore open the letter in frenzied excitement. Aaaaaa! An anguished scream pierces the quiet afternoon air! "It can't be! It's not!! Oh NO!!! THIS!!!! It's THE DIPLOMAT, the official organ of the World Association of Spectral Phenomena." A choked sob is heard as you go on, "...published by Eric Just, Box 131 Paoli, Okla, 73074." With your last breath you whisper, "Diplomacy is a trade mark for Games Research Inc's game of international intrigue." A hushed calm settles over the still afternoon.

## GAME

Fall 1905 1967 (I wonder if anybody remembers John Koning? He used to assign Boardman numbers.)

RUSSIA(Just) ((+1))

1A Con -Dul(S)

2APru -War

3A Min -Stp

4A Den S-E-1A(S)

5A Sil -Ber(S)

6A War -Jos

1F GOB -Liv

2F Bla -Run(S)

3F Stpnc -Wry

AUSTRIA-HUNGARY(Rey) ((+1))

1A Nap -Tun

2A Bul -Run (Ser)

3A Tyr -Jun (S)

4A Rum -Gal

5A Gre -Bul (S)

6A Boh S-3A

1F Tyr C-1A

2F Ada S-3F

3F Adr -Ion

GERMANY(Bradley) ((-1))

1A Ruh S-2A

2A Lun S-3A

3A Ber S-2A (C)

4A Liv -Pru

1F Hol -Bal (X)

2F Bal S-4A

FRANCE(Foster) ((+1))

1A Bur -Bel(S)

2A Por Stand

3A Pic -Bre(S)

ITALY(Cecil) ((-2))

3F Ion NO ORDERS (Alb)

4F GOL NO ORDERS (S)

ITALY ELIMINATED (Sorry Bruce.)

ENGLAND(Fleming) ((+1))

1A Swe -Hol

1F Eng -Bre(S)

2F Ska C-1A

3F NS C-1A

4F Hel S-1A

REPLACEMENTS (( )) DUE HERE SEPTEMBER 23, AT 10:00 PM. NO EXCEPTIONS!!!

## NEWS OF THE WORLD

ROME (UPI) In a thrilling ceremony reminiscent of the pageantry of the Renaissance, Pope Pius X officially announced the re-formation of the Holy Roman Empire and the coronation of Franz Jeffrey III, Hapsburg as its first modern Emperor. This action by his holiness officially binds Austria, Hungary, and Italy into one nation under the religious head of the Pope, in Rome, and the secular head of the Hapsburgs in Vienna.

In the addresses to the Empire after the ceremonies, the Pope stated, "This rebirth of the Holy Roman Empire is the beginning of a sincere effort on this continent to bring about peace. It is to this effort that the Emperor has been vowed. It is to this effort that we shall all, with the aid of God, Almighty, strive."

Following his holiness, the Emperor said, in his Coronation Address, "By one way or another, we shall bring everlasting peace to Europe." (Related news briefs follow)

MOSCOW (DP) Archbishop S. G. G. G., Arch-bishop, and prelate of the Russian Orthodox

Church today had this to say about the re-formation of the Holy Roman Empire: "Pius has done a good thing, but he should be careful of dealing in politics. By associating the Church with the Hapsburgs he is placing his fate in the hands of the various enemies of Austria-Hungary, the Holy Roman Empire, or whatever he chooses to call it at the moment." He went on to say that he has hopes that he and the Pope can get together to talk of the role of the Church in this secular world.

LONDON (DPI) The Arch-bishop of Canterbury was reported to be in conference with the King, and was unavailable for comment. It is thought that he will speak to all Anglicans on the subject of the Holy Roman Empire at a later date.

A SHORT HISTORY OF DIPLOMAT DIPLOMACY

The start, I suppose, should be when I learned Diplomacy. In the spring of 1961, Jim Bradley introduced me to Jeff Key who owned one of the very first sets of Dippy. There was only one thing wrong with the set; it had no rules. Jeff knew most of the game pretty well, but he slipped up here ~~and~~ there. One of these slip-ups resulted in what I now call the Key Rule. Another Slip-up involved the idea of how support could be used. At one time ( tho I'm happy to say, not now ) the rule was that under these orders: 1A Kis-Bar, 2A Mun S-1A; 2A would give support to 1A if he moved or if he stood. Now, even tho I will accept such a set of orders I interpret it the only legal way. He used the Coastal Crawl, supporting support ( that is, 1A Kis-Bar, 2A S-1A, 3A S-2A; if 2A is attacked one strong, this invalidates the move of no-one, because the support was supported). The Mislead Army ( in fact, I can remember a game where I was not only convoyed to a place I didn't care to go, but I also supported an attack against myself....ah, those were the Good Old Days ), and last but certainly not least, what I call the Flying Retreat ( England and France are in cahoots England: 1F Eng-1A, 2F Liv-Iri; France: 1F Iri-1A, 2F Iri-1A, 3F Iri-1A, 4F Iri-1A. England says Eng was occupied, so I can't go back there; guess I'll retreat to Western Med. Similarly, France decides to "retreat" to N. Africa! This is why the Just Right-Hand Rule came into play. )

(Now the reason for that last rather confused paragraph, was to point out the kind of trouble one can get into without the rules. It is also intended as a justification of our current set of house rules. Since this is the way I learned the game, this is the way it was passed on to other Dippy players. When we started our current game I, we still had no idea about the world of postal Diplomacy, outside our own group, so of course we used what we were used to, altho I had, by this time become aware that everything about our rules was not quite right. Now, the DIPLOMAT is in a transition state. I would like to go to the mainstream, but I must still think about that sheltered group of players in the current games. So for now I will continue to run this type of game, but I will try to start some mainstream games soon, by simply saying rules 13 and 14 will be suspended for those games.)

There was another part of our in-person games that should be pointed out, and that was the idea that "Any strategy based on deception is legal." This means that if a player could sneak another unit onto the board, then he could use this unit, until someone wanted to count supply centers. Such a unit, be it a fleet or an army, was called a Flying Dutchman. No, I don't know where the term came from, tho I suspect Jim coined it. Of course, a player with such a unit ran the risk that his opponent would discover such information, and wait until the unit was vital to an attack and then have it removed. This was generally done after all players had ~~read their orders~~ written their orders, but before they read them. Another common practise was to deliberately miss-read ones orders. Since France, for example, reads last in 1901, he could change his orders as he read them. If he were caught, all that would happen would be that he must do what he had written. Other strategies were two sets of written orders, writing orders for someone else ( like your deadly enemy ) and switching orders with him. In order switching, if a player says he is ready to read, he must use the set of orders he has, or try to bluff different orders. If his bluff is called he must read the orders he has. If he has two sets of orders, and they are both discovered, then all his units must stand except those that had the same order in both sets of moves. A player could have an "official set of orders" and an "unofficial set" but they must be clearly marked. He can use one set for showing "allies" and the other for moving. One of my proudest moments was when I (Italy) had two men and wrote such double orders which destroyed Austria's defences, allowed me to pour out into Austria, and eventually win.

Very little is said in the major Dippy mags about in person games. I would like to hear from anyone who used, uses, or will use any unusual practices with in person games. In I may even publish info on such practices and/or goings-on.

THE DIPLOMATIC PUNCH

NOTICE

R. VANDERBILT FOSTER IS IN NO WAY ASSOCIATED WITH, IN SUPPORT OF, OR IN SYMPATHY WITH, THE ORGANIZATION KNOWN AS THE WORKERS' AMERICAN SOCIALIST PARTY OR ANY OF ITS SUBSIDIARY ORGANIZATIONS. ENROLLMENT IN THE GAMES OF DIPLOMACY SPONSORED IN THE DIPLOMAT SHALL NOT BE CONSTRUED AS ENROLLMENT, SPONSORSHIP, OR MEMBERSHIP IN THE AMERICAN SOCIALIST PARTY

(signed) R. Vanderbilt Foster

( Bob continues:) As a conservative, it seems easy to me to see that my contention, that the Communists have not abandoned their adherence to the idea that Communism must prevail over the world by fair means or foul, is still valid. Witness Czechoslovakia and ( maybe by the time you get this ) Russia..

To answer those who say our actions in Vietnam, the Dominican Republic, etc have made our criticism of the Russian action invalid or hypocritical, I would say this: "Those actions of the United States were taken at the request of the recognised governments of these countries and were measures to protect that (sic) country from aggression by outside powers. The Russian action was taken over the protest of the recognised government of Czechoslovakia, and was taken to establish Moscow as the de facto ruler of the Czech people, reducing Czechoslovakia to the status of a Russian colony."

RVF

But Bob, surely you see the analogy between the Vietnam mess and the American Revolution and the Russian actions in Czechoslovakia. In each case there is a ruling power, a revolting (or perhaps a revolutionary would be better) power, and an outside power. The outside power in each case is clearly meddling in someone else's business. Where would we be today, if France had not sent military advisors to the colonies? In this case we actually like the intervention, in Vietnam it is debatable, and in Czechoslovakia we deplore it! What sort of logic is this? I say that it is the same sort of action that the Russians are engaged in except that it is in the looking-glass. The Russians deplore our intervention in Vietnam, and at the same time feel free to intervene in Czechoslovakia. It seems that it only matters which side you are on as to which view you take.

Along these same lines, I would like to comment on the United States claim that we want to give the Vietnamese their choice of what kind of government they want. So the first thing we do is to go in and have free elections... "Wait a minute," a small voice at the back of my mind says, "But a free election is part of a Democracy, so we are not giving them their choice. Instead we are forcing a Democracy on them, whether they want it or not!" I must point out again that it depends on your point of view: we say the commies are forcing Communism on the Czechs, they say we are forcing Democracy on the Vietnamese. It all depends on your point of view as to what we mean by the Vietnamese, whether we mean the people or the state. Both sides say we are right and you are wrong, and in their own logic, both sides are right! Nor can "pure" logic sort out the mess. It is symmetrical, very much like a two headed coin, and we just can't say which is right.

Now I personally believe that the United States is correct in this matter, but this does not prevent me or blind me from seeing the other view. Nor do I think that this makes me any less of an American.

Just

( still more from Foster) Re; HOUSE RULES: Your house rules give the impression that an attacking unit CAN specify what province he retreats to if he is unsuccessful. Key's Rule specifically states that an unsuccessful attacking unit MUST return to the province from which it came if possible. Please clarify.

RVF

So it's the first time I wrote down the rules! So I am a bit confused! It could happen to anyone! Let's say, you're right, of course. The player can choose only the province to

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which he will retreat if his point of origin has been taken while he was gone. And at that he still doesn't have much choice. There are only two provinces to which he could retreat anyway; those that border both his point of origin and his intended destination. He may pick one of these in preference to the other, but if he doesn't, then the right hand rule will pick it for him. ( The answer to this question is intended as a rule modification, and it should be considered by all players to be a part of the Official House Rule for Postal Diplomacy in THE DIPLOMAT.)

Just

(Norman McLeod) Dear Mr. Just,

If you were ever to repeal Key's Rule, I would like to join a game. To trade unless you repeal the rule ( it makes your mag variant, in which field I am not interested.)

Best, Norman McLeod

Dog-gone, and just as I was beginning to think that the World of Postal Diplomacy was going to accept the Diplomat's rules as a house rule rather than a variant! Tell you can't win them all! So far as I know Gamesmasters ( and others ) are pretty much even on the issue. Well I'd like to know once and for all what the consensus is on this issue. PLEASE WRITE AND TELL ME WHETHER OR NOT YOU THINK THE DIPLOMAT RUNS VARIANTS OR NOT. EVERYBODY; GAMESMASTER OR LAYMAN PLEASE WRITE!!! ( Back to you, Norman, ) I don't care if you will trade at the moment, I'm going to keep sending you THE DIPLOMAT anyway. Maybe you'll get in something in a later issue that you will be interested in, and THEN I'll cut them off and demand a trade! (Heh heh hehhhhhhh)

Just

## RANDOM NUMBERS

-Changes of address

JEFF KEY (who is moving ) Box 251, Eatontown, NJ, 07724

JIM BRADLEY ( who is afraid of his wife ) c/o Capital Hill Library, Okla. City, Okla.

\*\*\*\*\* Game openings! Due to the overwhelming response, I am starting several games, some of \*\*\*\*\*  
\*\*\*\*\*DIPLOMAT Dippy, and some of mainstream Dippy. Game fee is a stamped self addressed envelope \*\*\*\*\*  
\*\*\*\*\*with each move. GAMESMASTERS, who are willing to trade mags with me, get one introductory \*\*\*\*\*  
\*\*\*\*\*game FREE! Be sure you specify Mainstream (without rules 13 and 14A) or DIPLOMAT game. Also, \*\*\*\*\*  
\*\*\*\*\*be sure to tell me which countries you prefer. If possible, I will have a game for GAMESMASTERS \*\*\*\*\*  
\*\*\*\*\*ONLY. In any case, I want to start these ASAP. COME ONE COME ALL \*\*\*\*\*

-I had planned on insulting you with more drivel from the putrid mind of Eric Just in the form of my only science fiction story entitled ( I think ), " Trice in Time" or something like that, but Jim seems reluctant to part with it. Maybe next time.

-Conrad von Metzke and I are engaged in a great cultural exchange: He is Brucknerizing and Haydnating me while I am Wagnerizing him. But we've run into a snag, neither of us knows anything at all about Debussy. Is there anyone out there who would like to learn about Haydn, Bruckner, and/or Wagner in exchange for a little help with Debussy? How about Liszt?

-Next issue I plan to attempt to clarify the Just Right Hand Rule a bit more. It is not explained very well in the written rules, so I will elaborate some more so that it can be understood more easily. One of the main mis-conceptions about this rule is the idea that a player has no choice about where a unit will retreat to. He does have a choice, but if he does not submit his choice with his move then the Just Rule takes over. He may make his retreat orders as complex as he wishes, but he must submit it with his move.

## NEWS OF THE WORLD (cont.)

BERLIN(OPI) "The Pope made a serious mistake in coronating Franz Jeffrey III, Emperor of the Holy Roman Empire," Martin Riesenwurm, Chief Pastor of the United Lutheran Church, was reported to have said today. "After the mysterious circumstances surrounding the death of Jeffrey I, and the deaths in the royal family soon thereafter, one wonders about the motives of His Holiness in making such an appointment."



## House Rules for Postal Diplomacy in The DIPLOMAT

1. The published rules of Diplomacy shall hold in all cases, except as modified or interpreted here. Decisions by the Gamesmaster will be binding for the duration of the game.

2. The "year" shall be divided into three seasons: Spring and Fall moves; Winter replacements.

3. Anyone may submit short press releases for any game, but only players may have a dateline in Europe; others' releases must carry a dateline off the board.

4. Players will be given their choice of countriss in most cases.

5. Deadlines for moves will be set by the Gamesmaster, and only under extraordinary circumstances will moves be accepted after this time. The Gamesmaster will, if given permission, call a player collect right after a missed deadline to take his move. He will not accept collect calls on the night of the deadline, and the players will be expected to pay for any phone calls dealing with the game.

6. If a player misses his move his units stand and retreat in accordance with the Right-Hand Rule. If a player forgets to build, nothing will happen. If he forgets to remove units, however, the Gamesmaster will remove the correct number of units: furthest from home (number of turns to reach homeland by shortest possible route) first, fleets before armies, highest number first.

7. Every unit on the board shall have a number. 1A means First Army, 6F means Sixth Fleet. Numbers will be assigned sequentially starting with 1A and 1F. Players may, but need not refer to a unit by number. Starting units are: Austria, 1A Vie, 2A Bud, 1F Tri; England, 1A Liv, 1F Lon, 2F Edi; France, 1A Par, 2A Iar, 1F Dre; Germany, 1A Ber, 2A Hun, 1F Kie; Italy, 1A Rom, 2A Ven, 1F Nap; Russia, 1A Mos, 2A War, 1F Stp, 2F Sev; Turkey, 1A Con, 2A Smy, 1F Ank.

8. All orders must be clear, easy to read, and admit only one possible meaning. Orders with two possible meanings, or no possible meaning will become automatic stands. An impossible order may not be supported. Retreats should be submitted with moves.

9. The abbreviations for province names will be the first three letters, except for: North Atlantic Ocean, MAO; Mid Atlantic Ocean, MAO; North Sea, NS; Norwegian Sea, NS; Norway, Nry; Gulf of Lyon, GOL; Gulf of Bothnia, GOB. Moves succeed unless they are followed by (). (Mos) means retreat to Mos; (C,S) means that the units support order was cut and that it stands; (C,MAO) means support cut and retreat to MAO; (S) means stand; (IC) means no convoy. S means support, C means convoy R means Russian or Russia, T Turk, etc. - means moves to or attacks. (X) means annihilated.

10. Koning's Rule holds: If a unit attempting to enter a province is dislodged by an attack from that province, its attack cannot hold off another unit moving to that province.

11. Miller's Rule holds: Under no circumstances may a dislodged unit give support.

12. If a unit is attacked by two or more equal forces it is a stand-off.

13. Key's Rule holds: a unit attempting to move gives up all prior claim to the province from which it comes. This is the major difference between DIPLOMAT and mainstream Diplomacy.

14. Just's Right-Hand Rule holds: If no retreat order is included with the move, a routed unit retreats to where it came from then to the right, then to the left. In other words if its point of departure is occupied, or was the scene of a stand-off then the unit retreats to one of the two provinces that border both the point of departure and the destination. If it can do none of these then it is eliminated. B. If a standing unit is routed, and no retreat order was specified the unit retreats first to its right, then to its left and so on to its rear. the unit is said to face its attacker for purposes of determining right and left.

15. A player wins if he has more units on the board than all his opponents, no matter when this condition occurs.

16. Two units may trade provinces only if one of them was convoyed. Two fleets may trade provinces only by the Coastal Crawl, or other uses of two-coast provinces ( 1F MAO-Space, 2F Space-MAO

17. A unit may only give support to a province to which it could have moved instead.

18. Precedents established in a game will continue for that game. The Gamesmaster will consider special cases if asked to do so.

19. WARNING: ATTEMPTS TO DISOBEY THE GAMESMASTER MAY BE HAZARDOUS TO YOUR HEALTH!

# THE DIPLOMAT House Rules Continued: Examples of Play.

1959ZZ Fall 2001

RUSSIA (Romanov)  
1A Stp-Mry  
2A Mos-Stp  
3A Arm-Con (Syr)  
4A Ukr-Rum  
1F Swe S-1A  
2F Bla S-3A(S)

GERMANY (Wagner)  
1A Hun-Tyr (S)  
2A Bel-Ion  
3A Boh S-1A  
1F Den S-2F  
2F NS C-2A  
3F Hol-Hel

ITALY (Leonardo)  
1A Pie-Mar (S)  
2A Spa-Gas (X)  
3A Tyr Stand  
1F Mos-Spasc (S)  
2F Apu-Ven

England (Flanders & Swann)  
1A Lon-Bel  
1F Eng-C-1A  
2F Nry-Stp (Bar)  
3F Ed1 S-4F  
4F NWS-NS

France (De Gaulle)  
1A Bur-Gas (S)  
2A Mar S-1A (C, S)  
1F Por-Spasc (S)

Austria (Haydn)  
1A Tri-Tyr (S)  
2A Ser-Bul (S)  
3A Vie S-1A  
1F Alb-Ion

Turkey (Osman)  
1A Gre S-1F  
2A Ank S-3A  
3A Smy-Arm  
1F Con-Bulec  
2F Dulac-Con

In Tyrolia there is a two to two to one stand-off in accordance with rule #12. Two examples of units trading places are the coastal crawl in Bulgaria, and the English 1A London trading with German 2A Bel. (See rule #16)

In Norway-Saint Petersburg-Sweden-Moscow we have an example of Kining's Rule (#10). That is, Moscow can go to Saint Petersburg because Norway did not create a stand-off. Since Fleet Norway was trying to move it must retreat to one of the two provinces bordering both Nry and Stp. (That is, either Bar or Fin) By the Right hand rule (#14A) it should try Fin first, but since a fleet cannot move Nry-Fin, it must retreat to Bar.

In France we find an Italian Army wiped out by Key's rule. The I-2A is trying to move from Spa to Gas, so that when the two fleets (1F & F-1F) have a standoff in Spa the army cannot retreat there because it was disputed. Similarly it cannot go to the right, because Mar is occupied, or to the left because it can't swim, so it is wiped out instead.

Finally, in Armenia, the R-3A was given an impossible order, so it must stand. (#8) 2F may not support 3A (#8), so it must stand. Finally, the Russian Army retreated to Syria by the right hand rule, #14B. Since it had to retreat and no order was given, when it faced the attack Ankara was on the right and Syria was on the left. But Ankara was occupied, so it went automatically to Syria. Nor is there anything Russia can do at this point. Notice also that a player does not have the right to destroy a routed army. The only ways a unit may be removed from the board are routed with no escape, or during a Winter move.

Any questions concerning these rules will be answered eventually. This rule summary takes effect September 1, 1968.



# THE DIPLOMAT

VOTE NO FOR  
PRESIDENT

23 September, 1968

Vol I No 17

And now friends, its time for yet another chapter in the continuing story of Paoli Place. As we left our tale last time you will remember that Eric, fearless and intrepid editor of THE DIPLOMAT, the official organ of the Western American Savoyard Players, and co-host of the Jamul-Paoli Wagner, Bruckner, Haydn, and Mahler Festival, was embattled with John as to whether his version was a variant or not. Will Eric and Jeff find ultimate happiness together? Can Bob and Jack settle their brutal disagreement? And who is the mysterious stranger who told Eric, "I thought I should tell you that your game would be 1967BD." As we look in on our friends, Eric has received first returns on his quest to have the DIPLOMAT accepted...

DAMN, DAMN DAMN, and I might say ...but I won't. So Koning won't give me 1967BD, will he? So early returns indicate that we're going to lose our fight, do they? Well, I'll show them! I'll use 1967BD anyway! Put that in your pipe and smoke it, John Koning!

## GAME

1967BD: Winter, 1905  
(Positions)

RUSSIA (JUST)	AUSTRIA (KEY)	ENGLAND (FLEMING)	GERMANY (BRADLEY)	FRANCE (FOSTER)
1A Con	1A Tun	1A Hol	1A Ruh	1A Bur
2A War	2A Ser	2A Lon	2A Hun	2A Por
3A Stp	3A Tyrolia	1F Eng	3A Ber	3A Pic
4A Den	4A Gal	2F Ska	4A Pru	4A Par
5A Sil	5A Gre	3F NS		
6A Mos	6A Tri	4F Hel		
7A Sev	7A Boh			
1F Livonia	1F Tyr. S.	No orders from		
2F Rla	2F Apu	Germany, so by		
3F Nwy	3F Ion	Rule #6, I've		
		removed 2F Bal		

Moves for Spring, 1906 are due at Box 131, Paoli, Okla, 73074 at 10:00 PM CDT on October 14, 1968. If I do not have your move at that time, I will attempt to call you collect to get them.

## THE DIPLOMATIC POLICE

(Jeff Key) Dear Eric, ...Re your history, if you will remember, I finally wrote for a copy of the Diplomacy rules and we played our games by those. They were however, the 1959 rules and somewhat different than those currently in use. That is where we got numbered units, "any tactic based on deception," Flying Dutchmen, and multiple sets of orders. I know I still have those rules on hand in my files, so I'll show them to you, sometime.

Well that explains a lot. What it means, roughly is that we represent sort of a throw-back. That is, we are a group from the early dark ages of Diplomacy. Fascinating! Just

(J. A. McCallum) Dear Eric, ...As for your standard or variant question, note that the rulebook makes no provision for replacement players. The vast majority of 'zines do, however, allow replacements. Therefore, almost all of us are running variant games anyhow. Including von Metzke who swears that he is following the rulebook in every particular.

Gee thanks, I think. Let's see, ...hmm. Well yeh, but that's not what I asked for. I want to know if I am variant and you say everybody is. Well well well. Turph! Just

## GRAFFITI DEPARTMENT

From the men's room at Oklahoma University Department of Mathematics and Astronomy:

"YOU ARE NOW SEATED AT THE EXACT CENTER OF THE UNIVERSE."

### IMPORTANT ANNOUNCEMENT

Following the lead of Conrad von Metzke and John Boardman, I will accept no mail that bears the Henry Ford commemorative stamp. Any such letters, including MOVES, will be burned without being opened. Henry Ford was the most vicious anti-Semite in American history, and John, Conrad, and I will have nothing to do with this gross insult to the American people.

### FURTHER ADVENTURES OF THE JUST RIGHT-HAND RULE

"If a unit is ordered to stand, support, or convoy, and is forced to retreat, then unless the player has specified otherwise, the unit faces its opponent, and attempts to retreat first to its right, then to its left, and so on to its rear." This is how the Right-hand Rule will read in all future editions of the rules. This is only part B, but it is closer to accepted Postal Diplomacy standards, so this will be discussed this issue. Next issue Part A will be discussed.

The first set of house rules are a bit vague, but this is what is meant in them. The most miss-understood parts of the rule are underlined. Suppose that Russia has 1A in War and Germany has 1A Sil, 2A Pru. Germany attacks War from Sil with support from Pru. In this case the Russian Army turns to face his opponent (ie towards Sil) and (assuming for the moment that the Russian specified no retreats with his move) attempts to retreat first to ~~its right~~ its right (Pru) then to its left (Gal) and so on to its rear (Liv, Ukr, Mos.) In this case, since Pru is occupied it would retreat to Gal. But this was assuming that Russia did not submit retreats with his move. Any player may submit retreat orders with his moves and any such orders will have precedence over the Right-Hand Rule. In each of the following sets of retreat orders assume that the above move took place.

#### RUSSIAN RETREAT ORDERS

- 1 None
- 2 Retreat to Ukr
- 3 Retreat to Mos, Liv
- 4 Retreat to Mos, Ukr, Liv, Sil
- 5 Retreat to Gal if attacked by Sil and to Mos, Liv otherwise
- 6 Retreat to Sil if 2A Sev-Gal succeeds and if Austrian 1A Vie-Tyr succeeds, but retreat to Mos if Austrian 1A Vie-Gal (assume the first alternative)

#### RETREAT PREFERENCE LIST

~~Pru~~, Gal, Liv, Ukr, Mos  
Ukr, ~~Pru~~, Gal, Liv, Mos  
Mos, Liv, ~~Pru~~, Gal, Ukr  
~~Mos, Ukr, Liv, Sil, Pru~~, Gal  
Gal, ~~Pru~~, Ukr, Liv, Mos

#### RUSSIAN

#### RETREATS TO:

Gal  
Ukr  
Mos  
Mos  
~~Mos~~ Gal

~~Sil~~, ~~Pru~~, ~~Gal~~, Liv, Ukr, Mos ~~Mos~~ Liv

Notice that in each of these situations the Russian has expressed his choice of retreats and that after his choice the Right-Hand Rule takes over again. After the preference list is made up each illegal retreat is ~~///~~ed off. Then the first un~~///~~ed retreat is used. In this way, each player has his option of where he is to retreat.

In actuality, there are only three basic ways to handle retreats: Have a separate retreat turn (which I think delays the game mercilessly), Allow players to make ~~their~~ moves conditional on retreat, or make their retreats conditional on moves. Since you do more moving than retreating (hopefully) I feel that the latter method makes more sense. I welcome comments, suggestions, propositions, bribes, mash notice, etc on this summary.

### RANDOM NUMBERS

George Wallace says his choice for his running mate will surprise everybody. As far as I'm concerned, few things that man would do would surprise me; unless, of course, he says, "I give you the next Vice-President of the United States, Dick Gregory!"

If you think this issue is too short, then you should drum up some more business, for me in the form of new players. All one must do to join a game, is join a game. Game fee is a stamped self-addressed envelope with each move for THE DIPLOMAT. Unless you are a Gamesmaster in which case, you may play free (if you trade)

As far as variants go, all Postal Diplomacy is variant since the rules allow only 15 minutes between moves. Aside from that, other "variant" qualities of Postal Diplomacy are Koning's Rule, Miller's Rule, Bramman's Rule, The Coastal Crawl, Crawling Retreat, etc. It's a shame that most Gamesmasters are blind to the fact that they are running variants. I am not saying that these rule variations are wrong. In fact, I use some of them, myself, it's just that I feel that I am being discriminated against.

# THE DIPLOMAT



14 October, 1968

Vol I No 18

TOP SECRET COMMUNIQUE FROM AUNTIE TO ALL DEPARTMENT HEADS. (OFFICIAL INTERSECTION FORM 34A5-722B, WORLD ACTION STRATEGY PLANNERS) THIS IS THE DIPLOMAT, A JOURNAL OF POSTAL DIPLOMACY, EDITED BY E. W. JUST, JR. (CODE NAME: HUEY) BOX 131 PAOLI OKLA, 73074. ANY REPRODUCTION OF ANY MATERIAL CONTAINED HEREIN, IS A VIOLATION OF STATUTE NUMBER 24,135, SECTION 15B, SUB-SECTION X-22, PARAGRAPH F. THIS PAPER WILL SELF-DESTRUCT IN FIVE MINUTES.

## GAME

(Still no word from John Koning, and here I am sitting all BD-eyed and all.)

1967BD: Spring, 1906

RUSSIA (JUST)	AUSTRIA (KEY)	ENGLAND (FLEETING)	GERMANY (BRADLEY)
1A Con-Bul (S)	1A Tun-Naf	1A Hol S-R-4A	1A Ruh S-2A
2A War-Pru (S)	2A Ser-Bul	2A Lon-Bel	2A Mun S-1A (X)
3A Stp-Fin	3A Tyr-Mun	1F Eng C-2A	3A Ber S-2A (X)
4A Den-Kie	4A Gal S-7A	2F Ska-Den	4A Pru S-3A (C)
5A Sil S-A-3A	5A Gre S-2A	3F NS S-2A	
6A Mos-Stp	6A Tri-Ven	4F Hel S-R-4A	FRANCE (FOSTER)
7A Sev-Mos	7A Boh S-3A		1A Bur S-A-3A
1F Liv-Bal	1F T.S-W.M		2A Por-Spa
2F Bla-Rum	2F Apu-Ion		3A Pic S-4A
3F My Hold	3F Ion-T.S		4A Par-Bre

Orders for Fall, 1906 are due on Monday, November 4, 1968 at 10 PM Central Time.

## NEWS OF THE WORLD

avoided

NORWAY: It was learned here, today, that a mutiny was narrowly, in the English fleets, stationed in Skaggerak and the Helgoland Bight. Only the quick thinking on the part of Flanders, First Lord of the Admiralty averted the disaster.

MOSCOW: Reports have it that the Imperial Russuan Research Science Department is starting a new weaponry lab in the frozen wastes of Siberia. Nothing is known for certain about the purposes and objective and mission of this center, but it is rumored that it has something to do with a scientific paper published recently by a young patent office clerk in Austria. Informed sources listed the location of the new center near the towns Vanavara, and Kezhma. Further information as it becomes available.

PAOLI: As the war in Europe moves into its sixth chaotic year, a few oddities begin to arise. Never in all my life have I seen such a concerted effort as is taking place in Germany. Never have I seen a four strong attack and this one is especially odd since it is done by three powers. Also, it is rare to see so many successful moves at this late date. (88.234% to be approximate) Why is it that only Russia uses press releases?

## GRAFFITI DEPARTMENT

From Jack Flemming, who found this (I presume) at the University of Illinois

"I love you, Mrs. Robinson." (signed) Jesus

John Boardman, (first) inventor of Postal Diplomacy, and PhD in Physics writes;

"The 'exact center of the universe' may be in Oklahoma, but New York City is the place where

$$g_{\mu\nu} = \frac{\partial g_{\mu\nu}}{\partial x^\rho} = 0."$$

FURTHER MUMBLINGS ABOUT HENRY FORD AND OTHER MISADVENTURES

We have been talking on the phone with a large number of random people (mostly at their expense, we're happy to say) and we were surprised at the reaction of some of them to us and our stand on the Henry Ford stamp. Of course, we did not expect all the readers to rally to our banner, but we did not expect the reaction of some persons that we were, somehow, violating their rights. We would not willingly violate anyone's rights, unless we thought that our own rights were being violated. One might ask how we thought our rights were being violated if we were sent a letter with the Ford stamp on the outside. This is how it goes: you have the right to send or not to send mail with the Ford stamp, and we have the right to accept or not accept mail with the Ford stamp. Expressed in this manner you see we have a Mexican Standoff; if you send us this stamp, you violate our rights; but if we burn that letter we violate your rights. Standoff. So go ahead, send us this stamp. That is your right, but be careful; don't send anything valuable, since it will go up in smoke sight unseen. That is our right and we promise you, we will exercise that right!

Another kind of adverse reaction, was the statement, "Assuming for the moment, that Ford was the man you said he was, and I'm not sure I believe it, he still had many good qualities and that's why we should have a Ford stamp. Why look at what he did for mass-production." Yes, indeed, look at what he did for mass-production. One of the chief ways Ford used to perfect mass-production was the use of cheap labor. Labor was cheap in those days but the Unions were beginning to form to improve the working conditions of the workers. Guess who was one of the main opponents of the fledgling movement! HENRY FORD! that's who. Aside from that, some people still contend that a person should be remembered for his good qualities rather than his poor ones. (The evil, that men do, lives after them; The good is oft interred with their bones?) To answer this I will rely on a little side-track entitled:

I REMEMBER ADOLF; or HOW I LEARNED TO STOP WORRYING AND LOVE THE BUM

Many people who are not familiar with the facts are likely to get the wrong idea about Adolf Hitler from a first hurried glance at World War II. They seem to believe that if He were bad for the rest of the world, that it follows that He was bad for Germany. Let's look at the facts objectively.

After the First World War, Germany was crippled by the allies and their armistice. Millions of Germans were isolated from the Fatherland and harsh economic restrictions had the nation in their grip. This was the situation when Hitler became Reichschancellor. He taught Germany that the situation was not hopeless. He gave new life to the German economy, and instilled a new pride in the German peoples. Within five years of the date that He took office, He had Germany back in the front ranks of the leading industrial nations. In America the people were being promised a car in every garage, but in Germany Hitler was giving people a car in every garage. With the design and production of the so called People's Car (Volkswagen) largely at government expense and the construction of a vast highway system (Autobahn) that is still one of the finest in the world, Germany emerged as a major power. Under the astute and capable hands of Der Führer, all the German peoples of Europe were re-united in one whole Germany.

Hitler not only brought economic and political pride back to Germany, but He started a new birth of the arts. Many great art works were commissioned by the government, and composition was encouraged among the young composers of the Homeland. The Berlin Philharmonic and the Vienna Philharmonic were considered to be among the best in the world. A revival of German music was started that swept the world as the music of Beethoven, Bach, Brahms, and Wagner once again became popular in the world's concert houses and opera houses. The German Film Industry became a leader in that art, and Germans were thrilled by The Summer Olympic Games held in Berlin.

It would be foolish to claim that all this prosperity came easily to Germany; and no man can deny that Hitler made some small demands on the people; but when you consider the advances in the country at this time, those few restrictions fade into nothingness.

There is more that we could say, but we are becoming ill.

STILL MORE MUMBINGS ABOUT HENRY FORD AND OTHER MISADVENTURES

Well, no. I am not trying to say that HF was anywhere near as bad as AH (for those of you who came in late, AH does not stand for Austria-Hungary, nor does it stand for Avalon Hill; it stands for Adolf Hitler, and if you missed IRA or HILTSWALTB lucky you!) HF did not have the same opportunities that Hitler had, although he did seem to have about the same ambitions. Nor did Ford have the backing to carry out his plans. But I do think that the two are closely related. If the U.S.P.O. issued an Adolf Hitler stamp I would refuse mail bearing it just as I refuse the Henry Ford stamp. That's fair, isn't it?

Someone, who shall remain nameless for the moment, has been asking me about What Are The Crazy Teachers Doing, Anyway? I'm glad you asked, since I am a teacher, I am intimately concerned with the problem. (No, I don't teach English, wise-guy; if you must know, I am the Math and Science Department of Paoli High School.) I think that I will wait for the moment to await reader reaction to the mention of this subject, before I make my views known. (If it turns out like the usual reader reaction, I will get one postcard in plain brown wrapper, with no signature.) I have had several fractions of a phone conversation with various random friends on this subject, but the problem with phone conversations, is that I do not get a hard copy so that I can print your views exactly as you see them. Then I can tear you apart without it looking like I am distorting your views. (Occasionally, I have been known to distort your spelling, and as John McCallum pointed out variant is spelled variant, not varient. Thanx John.) (Actually I don't do this on purpose, but my typewriter doesn't understand me.) (Nor I, my typewriter, I might add.)

RANDOM NUMBERS - NOTES - OUT OF MY MIND

Jeff Key is looking for the original rules to Diplomacy. He says that they were typed and either dittoed or mimeographed. He is willing to pay a reasonable price for such a set. So am I. If you have such a set please contact Jeff at box 251, Eatontown, New Jersey, 07724.

Jeff has openings in one game to be run in his new, high quality, game mag, THE VOICE. Game fee will be \$4.00. THE VOICE will be one of the finest Diplomacy magazines ever, so write Jeff ASAP.

FREE GAMES DAMN IT! Reader response has been so terrific (one empty air mail, special delivery letter with 39¢ due.) that I am opening two free Diplomacy games to anyone who wants to play. Any Gamesmaster accepting a spot in one of these free games, will still be allowed another free game in THE DIPLOMAT. I KNOW these are the cheapest games run anywhere, so come one come all.

Since the current format is (obviously) a direct steal from Costaguana, (which I explain why CVM likes us) I am going to run a contest next issue. I do not have time to dream up a bunch of dumb questions right now, but it will appear next time. There might even be a prize for the best entry. I warn you now, however, it is likely to concentrate on my areas (whatever that means) so that it will be easier for people like me (whatever that means!)

I have been asked recently about the introductions to THE DIPLOMAT, as to whether or not I am serious. It is obvious to me that those people who bothered to ask do not know me very well. The answer is (answer?) no. In fact, everything I say is a lie.

BLEIBST DU MIR STUHL, STÖRRISCHER NICHT?THE DIPLOMAT GUEST EDITORIAL DEPARTMENT

# THE DIPLOMAT

Friday  
Dick  
Issue

4 November, 1968

Vol I No 19

Reports have reached this office of a war in Europe. Our source, the West Armenia Secret Police, can't be sure, but they believe that the peace cannot last too long. Their chief of section, Eric W. Just, Editor of THE DIPLOMAT, reports that the situation is "uneasy." If war breaks out in the Continent our readers will be the first to know.

#1967BD#

(John Koning, who assigns Boardman numbers to all "regular" Diplomacy games has given our game the number 1967BD, but since he has some doubts as to whether or not our version of the rules constitutes a variant or not he has asked me to enclose the number in #'s. John said that he'd send a letter of explanation, but so far...)

Fall, 1906

GRAND ALLIANCE PLAYERS: GERMANY SURVIVES!

RUSSIA(JUST)(+1)	AUSTRIA(KEY)(+1)	ENGLAND(FLEETING)(+1)	FRANCE(FOSTER)(+1)
1A Com-Bul (S)	1A Naf S	1A RoJ S-2A	1A Bur S-3A
2A War-Pru	2A Bul S-4A(C)	2A Bel S	2A Spa S
3A Fin-Swe	3A Hun S-R-4A	1F S-2A	3A Pic S-1A
4A Kle-Ber	4A Gal-Rum (S)	2F Den-Swe (S)	4A Bre S-3A
5A Sil S-2A	5A Gre-Tun	3F NS -Jky (S)	
6A Stp-Nwy (S)	6A Ven-Pie	4F Hel-Den (S)	GERMANY(BRADLEY)(0)
7A Mos-Liv	7A Boh S-3A		1A Ruh S-F-1A:Bur-Bel (S)
1F Bel S-3A	1F WM #MAO		3A Ber S-4A (X)
2F Rum S-1A (C)	3/2F TS -JH		4A Pru-Sil (X)
3F Nwy-NWS	2/2F Ion C-5A		

Reinforcements (Winter, 1906) due at box 131, Paoli, Okla, 10 PM CST, Monday, Nov 25, 1968.

I wish to extend the thanks of the players and myself to those people who supported the house rules of THE DIPLOMAT in our attempt to enter the mainstream of postal Diplomacy. I wish to thank Conrad von Metzke, John Boardman, and Rod Walker who have encouraged us throughout our effort. But I want to thank John Koning, especially. Without his help and understanding we could never have made it. I wish to say, too, that I understand the problems involved in assigning numbers to games, and I am pleased that, slow though he may be, at least, he understands.

The following is stolen from the INTERNATIONAL ENQUIRER, Edited by Ken Fletcher and Cliff Ollila. I asked permission to run it and since permission was not refused...

Herman Melville is most noted for his novel about Captain Ahab and his grudge battle with a white whale, which was very one sided—thus the title Mobyus Dick.

This issue of THE DIPLOMAT was going to be a bit larger but due to the fantastic reader reaction to the last issue, (one blank picture post-card from Casper, Wyoming) that I decided to cut out pages 2 to 14,769 and simply end the damn thing right here.



# THE DIPLOMAT

FRAM  
FOR  
PIECE

25 November, 1968

Vol I No 20

Don't look now, but there's a Little Green Man behind your desk. Right over there! Whoops there he goes; but he was there. That should be proof enough that we've been invaded by the Blue Men of Neptune. 'ell it's proof enough for me! I can tell that you must be part of that U. S. A. F. plot to keep all the data on the invasion secret. I can tell! You have that look about you. How do I know so much? It's very simple. I'm Eric Just, that's how I know! You must be kidding; surely you've heard of me! 'hy I'm editor of the DIPLOMAT, and Chief Assistant to the Assistant Chief of the Western American Saucer People, that's who I am, and if you don't watch out Ellicall down the spirit of John Brown to haunt your garage and make your cat disappear, that's what I'll do! So there!

#1967BD#

'inter, 1906

FRANCE, AUSTRIA PREPARE FOR SEA BATTLE; RUSSIA IDLE

Positions

RUSSIA (JUST)	AUSTRIA (KEY)	ENGLAND (PLETTING)	FRANCE (FOSTER)	GERMANY (BRADLEY)
1A Con 7A Livo	1A NAF 7A Boh	1A Hol 2F Den	1A Bur 4A Bre	1A Ruhr
2A Pru 1F Bal	2A Bul 1F MAO	2A Bel 3F NS	2A Spa 1F Har	
3A Sue 2F Rum	3A Min 2F Ion	1F Eng 4F Hel	3A Pie	
4A Ber 3F NWS	4A Gal 3F MT			
5A Sil *	5A Tun 4F Tri			
6A Stp	6A Pie			

\*Means that Russia was entitled to another unit, but did not choose to take it. Spring, 1907 moves are due at box 131, Paoli Okla, 73074 at 10:00 PM Monday, Dec 16.

## PRESSING RELEASES

**BUKHAREST (IPI)** Once again a Russian attempt to sieze control of Bulgaria has been thwarted, this time only by the narrowest of margins. In spite of a valiant defense of the Maritza River Line by Army Hungary it looked as if the country would fall when the Russian Imperial Second Fleet intervened and Russian Marines crossed the Danube into Bulgaria. Only the eleventh hour attack by Army Transylvania upon the Russian base in Rumania was able to save the day for the Empire's foecees. Fieldmarshal Anton Kovess, Commander of Army Group Southeast, stated that only the interception of a Russian courier who was carrying a copy of the Russian battle plan (General Leeovich's Special Order #191) enabled him to change his plans and move Army Transylvania southward into Rumania to save the day.

**PORT HORTON, USA (IPI)** Observers here at the US Army Signal Corps Center are puzzled by the recent turn of events in the war in Europe. Once again Russia and Austria-Hungary have started skirmishing over control of the Balkan States - a skirmishing which has been continuing almost uninterrupted since the beginning of the century. Yet on other fronts, in Germany and in the Atlantic, Russia and Austria appear to be co-operating fully toward mutually beneficial goals. Some observers here have advanced the theory that there is an alliance of convenience between the two powers; that they are co-operating when it is mutually beneficial but in other areas are only out to gain at the other's expense. Other observers scoff at this insisting that such an alliance could not survive for long and would fall apart because of the friction generated in the Balkans. Almost all agree on only one point - within a year there should be a major schism developing between Austria and Russia. Beyond this they declined to make any predictions.

**CHINA (DP)** Security is very tight at the Energy Weaponary Research Center, but earlier reports the mission of the Center have been confirmed. At appearances it would appear that the Center is working on a devise to release large amounts of energy within an enemy formation. If this is true, there still remains the problem of how they plan to get such a devise into an enemy formation. It is rumored that soon the Imperial Russian Research Science Department will attempt to collect scientists from all over the world to work on this project.

A release from England has become lost some-how. Sorry about that, Jack.

LITERARY DEPARTMENT

GRADGRIND'S DIGRESS

by

Paul Bunion

One day as I did walk abroad in the world, I came upon a cave, and passing in I was suddenly possessed with a great desire to sleep. And lo, as I slept I dreamt that I was lost in the midst of a boundless desert. But soon I was approached by a man of most strange appearance. His head was in the clouds, and his nose was in a book, and his foot was in his mouth. And behold, he was as blind as a stone. Still he did refuse the aid of passerby, protesting that his sight was indeed clear. Howbeit, he had trouble making his way and frequently did fall into the ditch. When he finally neared me, I did cry unto him.

"Alas, father, help me for I am lost and do not know the way. Perhaps thou art familiar with this land and couldst tell me thither to go."

"Behold!" he replied, "Thou art in the Land of the Third Degree. In order to leave this land thou must first be signed with the Seven Seals. Then thou must pass through the seven Gates of Phud, each guarded by its appropriate angel. In thy journey thou must also endure the Seven Ordeals. From this land there is no other exit. But I am Friendly Advisor. Come, I shall guide thee."

With that, Friendly Advisor did sign me with the Seven Seals, and he did lead me forth.

Soon we arrived at the gate of the First Ordeal. It was the golden gate before the Pass of Applicatio and was guarded by the angel Bureaucritas.

"Halt! Who passes here?" cried the angel.

"I am a traveller from a far land seeking passage through the Gates of Phud. My guide is Friendly Advisor. Please allow me to pass."

"Thou mayest pass," he said as he broke the first Seal, "But beware the Ordeal of this Gate: The Valley of the Iron Maidens."

No sooner had we passed through the first gate than we were assailed by a terrible blizzard. Ahead I could hear a voice crying aloud.

"Halt! We are the Queen of the Iron Maidens and rule this valley. No man findeth his way through save with the leave of the angel Bureaucritus."

"He has given me permission and has broken the first seal."

"In triplicate?" demanded the Head Maiden.

"Not in triplicate," cried Friendly Advisor, "But we have the spoken pledge of Bureaucritus. If thou dost not let us pass, then we shall come and break ~~thy~~ thy own seal."

"In that case, thou mayest pass on to the Chariot of Red Tape which will bear thee to the second gate of Phud."

Soon we did come upon the chariot which was drawn by the four dreaded horses of Bureaucracy. And the Names of the Four Horses were Duplication, Kaffeeklatch, Bootlicking, and Duckpasser. The pass to the gate of the Second Ordeal crossed over the River of Hunger on the Bridge of Recommendation. But midway on the bridge our steeds were stricken with a sudden madness, such that they did try to gallop away in all directions. It was with the greatest effort that I did control them to the other side, for I was in great fear lest they plunge me into the River of Hunger which flows into the Valley of the Shadow of Draft—from which no man ever returns.

As we approached the second gate, our seal was broken by the angel Irrelevantia who warned us of the Ordeal ahead. We were to cross the Treacherous Swamp of Proficientas, guarded by the hideous Beast of Identification, And as we entered the Swamp, behold, the path was blocked by the huge bulk of the Beast who rose out of the swamp before us. Upon its head were eight crowns and thirty-eight horns. And upon each horn was engraved a mystical writing of unknown meaning.

"He can only be killed by cutting off one of his crowns and twenty of his horns," cried Friendly Advisor, "But fear not, for here is thy weapon." With that he did hand me my sword of Oxford-Companion-to-English-Literature and my shield of Monarch-Notes and bid me enter the fray. It took me nearly four hours to subdue the monster, but finally I did prevail. And so we did set out for where we purposed to pass our first night, the Garden of Rhetorica.

As the sun set we approached the copper gate of the Garden of Rhetorica. We were greeted there by the angel of the Third Ordeal, Trivia, who brake the third seal and spake the following.

"Thou art in need of food for thy journey ahead. Here is bread to sustain thee. But thou must eat only two slices in the morning, and two in the afternoon. No matter how hungry thou becomest, thou mayest not eat three slices at a time. Moreover, if thou dost not advance on thy journey quickly, thy ration will be cut in half. Enter now into the Garden of Rhetorica. Thy Ordeal awaits thee."

I had anticipated a night of rest after the labors of the day, but in fact passed the night in misery. The Garden, which on the outside appeared to be a peaceful bower, turned out to be filled with noisome weeds and nettles growing so thickly that we could not lie down. Moreover, a drenching rain of red ink continually did fall of such property that the touch of a single drop took away all sense of feeling. And overhead wheeled the Whimpering Harpies whose dins of wails and whines made it impossible to sleep.

When morning came, we passed from the Garden and on to the bronze gate of the Fourth Ordeal, the gate of the Valley of Coursi. Here we were greeted by a most strange sight, for the angel of the Fourth Gate of Phud, Somnia, true to his name was fast asleep.

"Alas!" I cried. "Why sleepeth this angel?"

"Behold this is the Valley of Coursi," replied Friendly Advisor. "At each milepost is perched a mighty bird, whose ories are of such power that all hearing them immediately fall into the most profound sleep. But I shall break thy seal myself and we shall proceed."

So saying, we did pass into the Valley without my knowing how we would make it through. But I need not have worried. Not a soul was awake. The birds had succeeded in putting themselves to sleep with their own braying years before.

Passing unaffected through the Valley of Coursi, we soon did come upon the angel Idiosyncraticus, guardian of the tin gate of the Fifth Ordeal: the lofty Mons Prelimorum. As he brake the Fifth Seal, he did warn me to beware the mighty giant of the mountain, the dreaded Pedanticon the Destroyer. As we approached the top of our arduous climb, which had proved to be full of numerous dead ends and backtrackings. I had thought we would escape without further incident when, lo, there did appear above us a mighty giant armed with a great club.

"I am Pedanticon the Destroyer. Thou shalt not pass O man. This is the hour of thy doom." My heart did quail within me as I did gird on my sword of It-does-not-matter-what-you-know-so-long-as-you-outguess-the-examiner and took up my shield of 101-simplified-plot-outlines-to-famous-plays-and-novels and went forth to meet the foe. It was a terrible battle. Two times did I cut off his head and leave him for dead, only to see another head grow back in its place and the giant return to battle fiercer than before. It was not until I had severed his head a third time that the giant was indeed vanquished. Only then did we pass on.

Hard by the Sixth Gate, the gate of iron, lay the Castle of Bibliomania, where it was our intention to pass the second night. "Come," said Myopia, the angel of the Sixth Gate. "I shall break thy seal and lead thee to thy lodgings in the castle." My lodgings proved to be less than commodious, for I was separated from Friendly Advisor and was cast into the lowest level of the great ten-tiered Dungeon of Oblivion.

But that night as I lay asleep on my bed of cobwebs, the entire Dungeon was rocked by a mighty earthquake. Immediately the shackles did fall from my hands and the door of my cell sprang open. Then I beheld a great light coming toward me. It was Friendly Advisor.

"Arise and follow me. For lo, I have escaped and shall lead thee out." He led me thence into a great and intricate cave. "Behold the Labyrinthus Researchae. At thy feet thou seest a string. It shall lead thee out. Thou art to roll up the string as thou goest and bear it across thy back across the Desert of Dissertatio. I shall meet thee for the Seventh Ordeal." With that he disappeared and I was left alone.

I had no choice but to do as he said. I rolled up the string until it lead me to the mouth of the cave. The ball of string was, by now, so massy that I could barely budge it. But nevertheless shouldered the burden and proceeded across the arid and trackless Desert of Dissertatio.

When at last I reached the other side, I was greeted by Friendly Advisor who warned me of the Ordeal ahead himself. "Thou must bear thy ball of string across the Gulf of Defensio, past the Five Fierce Dragons, and through the seventh of the Gates of Phud to freedom."

I shall lead thee to the Gulf of Defensio." When we arrived at the Gulf, I beheld there were only four Fierce Dragons. But as I turned to Friendly Advisor, I saw that he had undergone a miraculous transformation. For he was no longer Friendly Advisor, but in fact the fiercest of the five Dragons and the chief of their order.

"Thou beholdest me in my true form, for I am not Friendly Advisor, but am myself the Angel of the Seventh Ordeal. Nitpickus is my name." Whereat the Five Fierce Dragons did address a ball of string and did tie it into a series of intricate knots.

"Thy Ordeal, thy seventh and last in the Land of Phud, is to tell us how to untie these knots in this string without touching it thyself." With that he broke the Seventh Seal and I was silent for above the space of a half an hour.

Finally I did summon the courage to speak. "Errrrr.... ummmmm..... could we come back to that one in a little while?.... ummmmmh.... why don't you pull on that string over there?"

To my amazement, the Five Fierce Dragons began to fight amongst themselves with such great violence that they fell upon the string, and though they did tear it to shreds, not a single knot thereof did remain tied. Seeing the space between myself and the last of the Gates of Phud now open, and the Dragons still fighting, I did resolve to flee thence to freedom.

But as I ran toward the final Gate of Phud, I did look through and beheld to my horror new mountains towering above me, and new caverns yawning beneath me, and new swamps and valleys and caves spread out before me without end. I looked back and saw that though I had seemed to pass through seven great Ordeals, that now the ground behind me was perfectly level and flat, that in fact I had gone no where and had done no thing. And as I lifted mine eyes to heaven, I beheld for the first time the inscription engraved in the ashes across the lintel of the seventh and leaden Gate of Phud:

ABANDON ALL HOPE YE THAT ENTER HERE

QUOTABLE QUOTE From Dave Montgomery, 1st Lt US Army: "Ahhh, 110 days until I get promoted to civilian!"

GAMES, GAMES, GAMES!

Responses to our ads for new players has, at last, been very gratifying. Recent developments have forced a small change in plans. There will be free games as was promised, and they will be starting in the near future, but one thing has changed. All future games run in the DIPLOMAT will use both the Key Rule and the Just Right-Hand Rule. This is due to two factors; first that no other magazine currently using these rules and secondly that many Gamesmasters now accept these rules as valid. Therefore, would all persons who have asked to play in the DIPLOMAT, please write again to confirm their intention to play in a game under these rules. Along with these letters, please send your preference for countries, your phone number, and whether or not I have your permission to call you collect if I do not receive your moves. All new games will start after the Firts of the New Year. (Firts? Firts? What's firts? I meant first.) At any rate, if you are in the category described above, please send your data to me once again and I will try to get things organized for as soon after the first of the year as possible. One other thing: My filing system is in a bit of confusion. In fact, until about a week ago I had no filing system. Now that I have one, I can't find a thing. Please bear with me.

THE HERE WERE YOU WHEN THE LIGHTS WENT OUT? DEPARTMENT

Rod Walker, Editor of the mag EREMION has been so nice to me and I really hate to cut him down, but when he said that our group has been "suddenly discovered" he is about seven months behind. Thanks anyway, Rod.

Meanwhile, back at the DIPLOMAT, if you are trying to figure out what language is used here, don't bother; recently a survey team from the English Department at the University of Illinois reported that there is no language in the DIPLOMAT. Speaking of that extra dot at the end of the last sentence, did you ever see what happens when you try to shift while hitting a period....